

3 second object without recompiling.

Sub a1

1 6. A method for object oriented programming
2 comprising:

3 registering a first object with a first
4 globally unique identifier;

5 registering a second object with a second
6 globally unique identifier; and

7 selectively accessing one of said first and
8 second objects without recompiling.

1 7. The method of claim 6 including creating a
2 source code version of said objects, and programming said
3 globally unique identifiers into a layer class.

1 8. The method of claim 7 including getting the
2 globally unique identifier for each object from a database
3 and setting each globally unique identifier in said layer
4 class.

Sub a2

1 9. A container for a software object comprising:
2 one or more objects, said container adapted to
3 selectively work with first and second objects having
4 different identifiers.

1 10. The container of claim 9 including a layer
2 class adapted to selectively utilize the identifier of
3 either said first or second object.

1 11. The container of claim 10 wherein said layer
2 class includes a first function that obtains globally unique

3 identifiers from a system database and a second function
4 that sets globally unique identifiers in the layer class.

1 12. A computer readable storage medium for storing
2 a program including instructions for causing a computer to:
3 create an object having a first identifier,
4 said object associated with a first client;
5 insert a second object having a second
6 identifier, said second object associated with the first
7 client, said first and second identifiers being different;
8 and
9 use said second object with said first client
10 in place of said first object without recompiling.

1 13. The medium of claim 12 wherein said objects are
2 COM objects.

1 14. The medium of claim 13 wherein said COM objects
2 are ActiveX controls.

1 15. The medium of claim 13 wherein said identifiers
2 are globally unique identifiers.

1 16. The medium of claim 15 including one or more
2 instructions for storing a program instructions for causing
3 a computer to create a layer class having selectively
4 programmable globally unique identifiers for more than one
5 object.

1 17. The medium of claim 16 including instructions
2 for causing a computer to obtain globally unique identifiers
3 and setting the identifiers in the layer class.